

Jwb.E1> 31 34. (Reinstated and Amended) A gaming device comprising:
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SWS* a target;
FWS* a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;
+1 a display device adapted to display said target and non-targets;
at least one speaker;
103 v1 CUL12-10 a sound effect associated with said predetermined proximity; and
full name Birthdays a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, and causing said speaker to generate said sound effect when one of the non-targets within said predetermined proximity from said target is selected.

D 132 35. (Reinstated) The gaming device of Claim 34, wherein the non-targets which are within said predetermined proximity from said target are spatially related to said target.

133 36. (Reinstated) The gaming device of Claim 34, wherein the non-targets which are within said predetermined proximity from said target are numerically related to said target.

134 37. (Reinstated) The gaming device of Claim 36, wherein at least one non-target within said predetermined proximity from said target is located numerically above said target, and at least one non-target within said predetermined proximity from said target is located numerically below said target.

135 38. (Reinstated) The gaming device of Claim 34, wherein said sound effect includes a message describing the location of said target relative to the selected non-target.

136 39. (Reinstated) The gaming device of Claim 34, wherein the plurality of non-targets includes at least one non-target which does not have an associated sound effect.

137 40. (Reinstated) The gaming device of Claim 34, wherein said processor provides an award to a player when said target is selected.

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41. (Reinstated) The gaming device of Claim 40, wherein said processor causes the speaker to generate a second different sound effect when said target is selected.

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42. (Reinstated) The gaming device of Claim 41, wherein said processor causes the speaker to generate a third different sound effect when said award is provided to the player.

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43. (Reinstated) The gaming device of Claim 34, wherein the target or one of the non-targets is processor selected.

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44. (Reinstated) The gaming device of Claim 34, wherein the target or one of the non-targets is player selected.

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45. (Reinstated and Amended) A gaming device comprising:
a game operable upon a wager by a player;
a target;
a plurality of non-targets including at least two non-targets which are each within a same predefined distance from said target;
a display device adapted to display said target and non-targets;
means for selecting said target and non-targets;
at least one sound effect associated with said predefined distance; and
means for generating the sound effect during said game when the selecting means selects one of the non-targets which is within said predefined distance from said target.

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46. (Reinstated) The gaming device of Claim 45, wherein said sound effect includes a message describing the location of said target.

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47. (Reinstated and Amended) A gaming device comprising:
a target;
a plurality of non-targets including at least two non-targets which are each a same first predetermined proximity from said target and including at least two non-targets which are each a same second predetermined proximity from said target;
a display device adapted to display said target and non-targets;
at least one speaker;
- a first sound effect associated with said first predetermined proximity;
- a second sound effect, which is different from the first sound effect, associated with said second predetermined proximity; and
a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, and causing the speaker to generate said first sound effect when one of the non-targets within said first predetermined proximity from said target is selected, and to generate said second different sound effect when one of the non-targets within said second predetermined proximity from said target is selected.

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48. (Reinstated) The gaming device of Claim 47, wherein the target or one of the non-targets is processor selected.

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49. (Reinstated) The gaming device of Claim 47, wherein the target or one of the non-targets is player selected.

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50 (Reinstated and Amended) A gaming device comprising:
a target;
a plurality of non-targets;
a display device adapted to display said target and non-targets;
at least one speaker;
a plurality of sound effects; and
a processor operable to control a game upon a wager by a player, for causing selection of said target or one of said non-targets, causing the speaker to generate a first sound effect randomly chosen from said sound effects when one of said non-targets is selected, and causing the speaker to generate a different sound effect randomly chosen from said sound effects each time one of said non-targets is selected.

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51. (Reinstated) The gaming device of Claim 50, wherein the target or one of the non-targets is processor selected.

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52. (Reinstated) The gaming device of Claim 50, wherein the target or one of the non-targets is player selected.

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53. (Reinstated and Amended) A gaming device comprising:
a target;
a plurality of non-targets;
a display device adapted to display said target and non-targets;
at least one speaker;
a plurality of sound effects; and
a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, causing the speaker to generate a first sound effect chosen from said sound effects when one of said non-targets is selected, and causing the speaker to generate a second different sound effect chosen from said sound effects when the same non-target is selected.

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54. (Reinstated) The gaming device of Claim 53, wherein the target or one of the non-targets is processor selected.

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55. (Reinstated) The gaming device of Claim 53, wherein the target or one of the non-targets is player selected.

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56. (Reinstated and Amended) A gaming device comprising:

a target;

a plurality of non-targets;

a display device adapted to display said target and non-targets;

at least one speaker;

a sound effect;

a predetermined number of times associated with the non-targets; and

a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets is selected, and upon reaching said predetermined number, causing the speaker to generate said sound effect when one of the non-targets is selected.

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57. (Reinstated) The gaming device of Claim 56, wherein the target or one of the non-targets is processor selected.

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58. (Reinstated) The gaming device of Claim 56, wherein the target or one of the non-targets is player selected.

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59. (Reinstated and Amended) A gaming device comprising:
a target;
a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;
a display device adapted to display said target and non-targets;
at least one speaker;
- a sound effect associated with said predetermined proximity;
- a predetermined number of times associated with said predetermined proximity from said target; and
a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets within said predetermined proximity from said target is selected, and upon reaching said predetermined number, causing the speaker to generate said sound effect when said processor selects one of the non-targets within said predetermined proximity from said target.

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60. (Reinstated) The gaming device of Claim 59, wherein the target or one of the non-targets is processor selected.

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61. (Reinstated) The gaming device of Claim 59, wherein the target or one of the non-targets is player selected.

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62.

(Reinstated and Amended) A gaming device comprising:
a target;
a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;
a display device adapted to display said target and non-targets;
at least one speaker;
a first sound effect associated with said predetermined proximity;
a second sound effect, which is different from the first sound effect, associated with said predetermined proximity;
a predetermined number of times associated with said predetermined proximity from said target; and
a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets within said predetermined proximity from said target is selected, causing the speaker to generate said first sound effect when one of the non-targets within said predetermined proximity from said target is selected, and upon reaching said predetermined number, causing the speaker to generate said second different sound effect when one of the non-targets within said predetermined proximity from said target is selected.

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63. (Reinstated) The gaming device of Claim 62, wherein the target or one of the non-targets is processor selected.

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64. (Reinstated) The gaming device of Claim 62, wherein the target or one of the non-targets is player selected.

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69.

(Reinstated and Amended) A gaming device comprising:

a plurality of targets;

a display device adapted to display said targets;

at least one speaker;

a first plurality of sound effects; and

a processor operable to control a game upon a wager by a player, for causing selection of one of said targets or none of said targets, and causing the speaker to generate a first sound effect chosen from said first plurality of sound effects when none of said targets are selected and causing the speaker to generate a different sound effect chosen from said first plurality of sound effects each consecutive time none of said targets are selected.

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70. (Reinstated) The gaming device of Claim 69, which further includes a second different plurality of sound effects from which said processor chooses a second sound effect and causes the speaker to generate the second sound effect when one of said targets is selected, and from which said processor chooses a different sound effect and causes the speaker to generate the different sound effect each consecutive time one of said targets is selected.

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71. (Reinstated) The gaming device of Claim 69, wherein one of the targets is processor selected.

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72. (Reinstated) The gaming device of Claim 69, wherein one of the targets is player selected.

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73. (Reinstated) The gaming device of Claim 69, which further includes an activator which is activated by a player to cause the processor to select one of said targets or one of said non-targets.

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74.

(Reinstated and Amended) A gaming device comprising:

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a sound effect associated with said predetermined proximity; and

a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, and causing said speaker to generate said sound effect when one of the non-pitfalls within said predetermined proximity from said pitfall is selected.

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75. (Reinstated) The gaming device of Claim 74, wherein the non-pitfalls which are within said predetermined proximity from said pitfall are spatially related to said pitfall.

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76. (Reinstated) The gaming device of Claim 74, wherein the non-pitfalls which are within said predetermined proximity from said pitfall are numerically related to said pitfall.

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77. (Reinstated) The gaming device of Claim 74, wherein at least one non-pitfall within said predetermined proximity from said pitfall is located numerically above said pitfall, and at least one non-pitfall within said predetermined proximity from said pitfall is located numerically below said pitfall.

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78. (Reinstated and Amended) The gaming device of Claim 74, wherein said sound effect includes a message describing the location of said pitfall relative to the selected non-pitfall.

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79. (Reinstated) The gaming device of Claim 74, wherein the plurality of non-pitfalls includes at least one non-pitfall which does not have an associated sound effect.

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80. (Reinstated) The gaming device of Claim 74, wherein said processor terminates selection of said pitfall or one of the non-pitfalls after said pitfall is selected.

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81. (Reinstated) The gaming device of Claim 80, wherein said processor causes the speaker to generate a second different sound effect when said pitfall is selected. 173

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82. (Reinstated) The gaming device of Claim 74, wherein the pitfall or one of the non-pitfalls is processor selected. 167

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83. (Reinstated) The gaming device of Claim 74, wherein the pitfall or one of the non-pitfalls is player selected. 167

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84. (Reinstated and Amended) A gaming device comprising:
a game operable upon a wager by a player;
a pitfall;
a plurality of non-pitfalls including at least two non-pitfalls which are each within a same predefined distance from said pitfall;
a display device adapted to display said pitfall and non-pitfalls;
means for selecting said pitfall and non-pitfalls;
at least one sound effect associated with said predefined distance; and
means for generating the sound effect during said game when the selecting means selects one of the non-pitfalls which is within said predefined distance from said pitfall.

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85. (Reinstated) The gaming device of Claim 84, wherein said sound effect includes a message describing the location of said pitfall. 177

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86. (Reinstated and Amended) A gaming device comprising:
a pitfall;
a plurality of non-pitfalls including at least two non-pitfalls which are each a same first predetermined proximity from said pitfall and including at least two non-pitfalls which are each a same second predetermined proximity from said pitfall;
a display device adapted to display said pitfall and non-pitfalls;
at least one speaker;
a first sound effect associated with said first predetermined proximity;
a second sound effect, which is different from the first sound effect, associated with said second predetermined proximity; and
a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, and causing the speaker to generate said first sound effect when one of the non-pitfalls within said first predetermined proximity from said pitfall is selected, and to generate said second different sound effect when one of the non-pitfalls within said second predetermined proximity from said pitfall is selected.

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87. (Reinstated) The gaming device of Claim 86, wherein the pitfall or one of the non-pitfalls is processor selected.

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88. (Reinstated) The gaming device of Claim 86, wherein the pitfall or one of the non-pitfalls is player selected.

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89.

(Reinstated and Amended) A gaming device comprising:
a pitfall;
a plurality of non-pitfalls;
a display device adapted to display said pitfall and non-pitfalls;
at least one speaker;
a plurality of sound effects; and
a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of said non-pitfalls, causing the speaker to generate a first sound effect randomly chosen from said sound effects when one of said non-pitfalls is selected, and causing the speaker to generate a different sound effect randomly chosen from said sound effects each time one of said non-pitfalls is selected.

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(Reinstated) The gaming device of Claim 89, wherein the pitfall or one of the non-pitfalls is processor selected.

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(Reinstated) The gaming device of Claim 89, wherein the pitfall or one of the non-pitfalls is player selected.

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(Reinstated and Amended) A gaming device comprising:
a pitfall;
a plurality of non-pitfalls;
a display device adapted to display said pitfall and non-pitfalls;
at least one speaker;
a plurality of sound effects; and
a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, causing the speaker to generate a first sound effect chosen from said sound effects when one of said non-pitfalls is selected, and causing the speaker to generate a second different sound effect chosen from said sound effects when the same non-pitfall is selected.

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(Reinstated) The gaming device of Claim 92, wherein the pitfall or one of the non-pitfalls is processor selected.

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94. (Reinstated) The gaming device of Claim 92, wherein the pitfall or one of the non-pitfalls is player selected.

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95. (Reinstated and Amended) A gaming device comprising:
a pitfall;
a plurality of non-pitfalls;
a display device adapted to display said pitfall and non-pitfalls;
at least one speaker;
a sound effect;
a predetermined number of times associated with the non-pitfalls; and
a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls is selected, and upon reaching said predetermined number, causing the speaker to generate said sound effect when one of the non-pitfalls is selected.

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96. (Reinstated) The gaming device of Claim 95, wherein the pitfall or one of the non-pitfalls is processor selected.

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97. (Reinstated) The gaming device of Claim 95, wherein the pitfall or one of the non-pitfalls is player selected.

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98. (Reinstated and Amended) A gaming device comprising:
a pitfall;
a plurality of non-pitfalls including at least two non-pitfalls which are each a same
predetermined proximity from said pitfall;
a display device adapted to display said pitfall and non-pitfalls;
at least one speaker;
a sound effect associated with said predetermined proximity;
a predetermined number of times associated with said predetermined proximity
from said pitfall; and
a processor operable to control a game upon a wager by a player, for causing
selection of said pitfall or one of the non-pitfalls, counting the number of times one of the
non-pitfalls within said predetermined proximity from said pitfall is selected, and upon
reaching said predetermined number, causing the speaker to generate said sound
effect when said processor selects one of the non-pitfalls within said predetermined
proximity from said pitfall.

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99. (Reinstated) The gaming device of Claim 98, wherein the pitfall or one of the
non-pitfalls is processor selected.

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100. (Reinstated) The gaming device of Claim 98, wherein the pitfall or one of the
non-pitfalls is player selected.

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(Reinstated and Amended) A gaming device comprising:
a pitfall;
a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;
a display device adapted to display said pitfall and non-pitfalls;
at least one speaker;
a first sound effect associated with said predetermined proximity;
a second sound effect, which is different from the first sound effect, associated with said predetermined proximity;
a predetermined number of times associated with said predetermined proximity from said pitfall; and
a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls within said predetermined proximity from said pitfall is selected, causing the speaker to generate said first sound effect when one of the non-pitfalls within said predetermined proximity from said pitfall is selected, and upon reaching said predetermined number, causing the speaker to generate said second different sound effect when one of the non-pitfalls within said predetermined proximity from said pitfall is selected.

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102. (Reinstated) The gaming device of Claim 101, wherein the pitfall or one of the non-pitfalls is processor selected.

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103. (Reinstated) The gaming device of Claim 101, wherein the pitfall or one of the non-pitfalls is player selected.

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104. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a target;
- (c) displaying a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;
- (d) selecting either said target or one of the non-targets; and
- (e) generating a sound effect associated with said predetermined proximity when one of said non-targets selected is within said predetermined proximity.

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105. (Reinstated) The method of Claim 104, wherein said sound effect includes a message describing the location of said target relative to the selected non-target.

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106. (Reinstated) The method of Claim 104, wherein said plurality of non-targets includes at least one non-target which does not have an associated sound effect.

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107. (Reinstated) The method of Claim 104, which further includes providing an award to a player when said target is selected.

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108. (Reinstated) The method of Claim 104, which further includes generating a second different sound effect when said target is selected.

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109. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a target;
- (c) displaying a plurality of non-targets including at least two non-targets which are each within a same predefined distance from said target;
- (d) selecting either said target or one of the non-targets; and
- (e) generating a sound effect associated with said predefined distance when one of said non-targets selected is within said predefined distance.

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110. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by the player;
- (b) displaying a target;
- (c) displaying a plurality of non-targets including at least two non-targets which are each a same first predetermined proximity from said target and including at least two non-targets which are each a same second predetermined proximity from said target;
- (d) selecting either said target or one of the non-targets;
- (e) generating a first sound effect associated with said first predetermined proximity when one of the non-targets selected is within said first predetermined proximity; and
- (f) generating a second different sound effect associated with said second predetermined proximity when one of the non-targets selected is within said second predetermined proximity.

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111. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by the player;
- (b) displaying a target;
- (c) displaying a plurality of non-targets;
- (d) selecting either said target or one of the non-targets;
- (e) generating a first sound effect randomly chosen from a plurality of sound effects when one of said non-targets is selected;
- (f) selecting either said target or one of the non-targets; and
- (g) generating a second different sound effect randomly chosen from said plurality of sound effects when one of said non-targets is consecutively chosen.

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112. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a target;
- (c) displaying a plurality of non-targets;
- (d) selecting either said target or one of the non-targets;
- (e) generating a first sound effect when a non-target from the non-targets is selected;
- (f) selecting either said target or one of the non-targets; and
- (g) generating a second different sound effect when said same non-target is consecutively selected.

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113. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a target;
- (c) displaying a plurality of non-targets;
- (d) selecting either said target or one of the non-targets a plurality of times;
- (e) counting the number of times one of the non-targets is selected;
- (f) reaching a predetermined number of times one of the non-targets is selected; and
- (g) generating a sound effect when one of the non-targets is selected after the predetermined number of times is reached.

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114. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a target;
- (c) displaying a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;
- (d) selecting either said target or one of the non-targets a plurality of times;
- (e) counting the number of times one of the non-targets is selected from within said predetermined proximity from said target;
- (f) reaching a predetermined number of times one of the non-targets is selected from within said predetermined proximity from said target; and
- (g) generating a sound effect when one of the non-targets is selected from within said predetermined proximity from said target after the predetermined number of times is reached.

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115. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a target;
- (c) displaying a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;
- (d) selecting either said target or one of the non-targets a plurality of times;
- (e) generating a first sound effect when one of the non-targets is selected from within said predetermined proximity;
- (f) counting the number of times one of the non-targets is selected from within said predetermined proximity from said target;
- (g) reaching a predetermined number of times one of the non-targets is selected from within said predetermined proximity from said target; and
- (h) generating a second different sound effect when one of the non-targets is selected from within said predetermined proximity from said target after the predetermined number of times is reached.

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118. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a plurality of targets;
- (c) randomly selecting none of said targets or one of said targets;
- (d) generating a first sound effect chosen randomly from a first plurality of sound effects when no target is selected;
- (e) generating a second sound effect chosen randomly from a second different plurality of sound effects when one of the targets is selected;
- (f) randomly selecting none of said targets or one of said targets;
- (g) generating a third different sound effect chosen randomly from said first plurality of sound effects when no target is selected; and
- (h) generating a fourth different sound effect chosen randomly from said second different plurality of sound effects when one of the targets is selected.

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119. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a pitfall;
- (c) displaying a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;
- (d) selecting either said pitfall or one of the non-pitfalls; and
- (e) generating a sound effect associated with said predetermined proximity when one of said non-pitfalls selected is within said predetermined proximity.

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120. (Reinstated) The method of Claim 119, wherein said sound effect includes a message describing the location of said pitfall.

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121. (Reinstated) The method of Claim 119, wherein said plurality of non-pitfalls includes at least one non-pitfall which does not have an associated sound effect.

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122. (Reinstated) The method of Claim 119, which further includes terminating the selection of either said pitfall or one of the non-pitfalls when said pitfall is selected.

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123. (Reinstated) The method of Claim 119, which further includes generating a second different sound effect when said pitfall is selected.

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124. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a pitfall;
- (c) displaying a plurality of non-pitfalls including at least two non-pitfalls which are each within a same predefined distance from said pitfall;
- (d) selecting either said pitfall or one of the non-pitfalls; and
- (e) generating a sound effect associated with said predefined distance when one of said non-pitfalls selected is within said predefined distance.

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125. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a pitfall;
- (c) displaying a plurality of non-pitfalls including at least two non-pitfalls which are each a same first predetermined proximity from said pitfall and including at least two non-pitfalls which are each a same second predetermined proximity from said pitfall;
- (d) selecting either said pitfall or one of the non-pitfalls;
- (e) generating a first sound effect associated with said first predetermined proximity when one of the non-pitfalls selected is within said first predetermined proximity; and
- (f) generating a second different sound effect associated with said second predetermined proximity when one of the non-pitfalls selected is within said second predetermined proximity.

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126. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a pitfall;
- (c) displaying a plurality of non-pitfalls;
- (d) selecting either said pitfall or one of the non-pitfalls;
- (e) generating a first sound effect randomly chosen from a plurality of sound effects when one of said non-pitfalls is selected;
- (f) selecting either said pitfall or one of the non-pitfalls; and
- (g) generating a second different sound effect randomly chosen from said plurality of sound effects when one of said non-pitfalls is consecutively chosen.

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127. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a pitfall;
- (c) displaying a plurality of non-pitfalls;
- (d) selecting either said pitfall or one of the non-pitfalls;
- (e) generating a first sound effect when a non-pitfall from the non-pitfalls is selected;
- (f) selecting either said pitfall or one of the non-pitfalls; and
- (g) generating a second different sound effect when said same non-pitfall is consecutively selected.

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128. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a pitfall;
- (c) displaying a plurality of non-pitfalls;
- (d) selecting either said pitfall or one of the non-pitfalls a plurality of times;
- (e) counting the number of times one of the non-pitfalls is selected;
- (f) reaching a predetermined number of times one of the non-pitfalls is selected; and
- (g) generating a sound effect when one of the non-pitfalls is selected after the predetermined number of times is reached.

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129. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

- (a) operating a game upon a wager by a player;
- (b) displaying a pitfall;
- (c) displaying a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;
- (d) selecting either said pitfall or one of the non-pitfalls a plurality of times;
- (e) counting the number of times one of the non-pitfalls is selected from within said predetermined proximity from said pitfall;
- (f) reaching a predetermined number of times one of the non-pitfalls is selected from within said predetermined proximity from said pitfall; and
- (g) generating a sound effect when one of the non-pitfalls is selected from within said predetermined proximity from said pitfall after the predetermined number of times is reached.

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130. (Reinstated and Amended) A method of operating a gaming device comprising the steps of:

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- (a) operating a game upon a wager by a player;
- (b) displaying a pitfall;
- (c) displaying a plurality of non-pitfalls including at least two non-pitfalls which are each a same predetermined proximity from said pitfall;
- (d) selecting either said pitfall or one of the non-pitfalls a plurality of times;
- (e) generating a first sound effect when one of the non-pitfalls is selected from within said predetermined proximity;
- (f) counting the number of times one of the non-pitfalls is selected from within said predetermined proximity from said pitfall;
- (g) reaching a predetermined number of times one of the non-pitfalls is selected from within said predetermined proximity from said pitfall; and
- (h) generating a second different sound effect when one of the non-pitfalls is selected from within said predetermined proximity from said pitfall after the predetermined number of times is reached.